

Danbury Park Community Primary School Key Stage 2 Long Term Curriculum Map Class Eider (Year 3) 2022-2023

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Theme	Stone Age	Stone Age	Viking - Raiders	Viking - Raiders	Save Our	Save Our Planet
	What was the	What impact did	and Traders	and Traders	Planet	What impact has
	Stone Age like?	the Stone Age	Where did the	Were the	Why do we ned	human activity
		have on future	Vikings come	Vikings 'raiders'	to save our	had on our planet?
		civilisations?	from?	or 'traders'?	planet?	•
English	Narrative (adventure) Instructions Chronological Reports	Information Texts Instructions Language Play	Traditional Tales Plays	Myths and Legends Information Texts	Recounts Reports Narrative	Persuasion Letters Performance Poetry
Maths	Place value Addition and subtraction	Multiplication and division	Place Value Multiplication and division Money Statistics	Length and perimeter Fractions	Place Value Fractions Properties of shapes	Mass and capacity Time
Science	Working Scientifically Ask relevant scientific questions. Set up simple practical tests ensuring they are fair. Light and Shadows Understand how shadows are formed and how they change through the day.	Working Scientifically Ask relevant scientific questions. Set up simple practical tests ensuring they are fair. Rocks and Soils Compare, describe and group different rocks. Describe what fossils are.	Working Scientifically Take measurements and record results. Forces and Magnets Compare how things move on different surface. Explore different kinds of magnetic forces and how magnets react to each other. Teeth Identify the different types of teeth in humans and their simple functions	Working Scientifically Take measurements and record results. Forces and Magnets Compare how things move on different surface. Explore different kinds of magnetic forces and how magnets react to each other. Teeth Identify the different types of teeth in humans and their simple functions	Working Scientifically Ask relevant scientific questions. Set up simple practical tests ensuring they are fair. Animals and their Habitats Explore local habitats and recognise how habitats can change and the impact on living things.	Working Scientifically Ask relevant scientific questions. Set up simple practical tests ensuring they are fair. Animals and their Habitats Group and classify living things in a variety of ways.



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Computing	Learn how to be safe and responsible online. Use simple algorithms to create instructions. To debug work, including algorithms.	Learn how to be safe and responsible online. Present work using word processing software. Use the Internet to research. Use digital media as a form of art.	Learn how to be safe and responsible online. Use simple algorithms to create instructions. To debug work, including algorithms. Use the Internet to research.	Learn how to be safe and responsible online. To present work using digital visual media.	Learn how to be safe and responsible online. Use a range of media to create own presentations including sound and pictures. Use the Internet to research.	Use simple algorithms to create instructions. To debug work, including algorithms. To present work using a range of software.
History	Use a variety of sources as evidence and draw conclusions about life in the past: Pre-Stone Age, then the Stone Age itself.	Explore the impact of the Stone Age on later life. Make comparisons with life in another historical period.	Understand how the country has changed over time. Begin to ask their own questions about why the Vikings came to Britain.	Research and find out about lifestyle, settlements, the impact on life in Britain at that time and beyond.	Not covered this term.	
Geography	Name the countries of the UK. Use maps, atlases, globes and digital/computer mapping. Compare a region of the UK with a region in Europe.	Name of countries, mountains, deserts in Europe. Name the countries of the UK. Use maps, atlases, globes and digital/computer mapping.	Name and locate the world's seven continents and five oceans. Name the countries of the UK. Locate Northern/ Southern Hemispheres, Tropics of Cancer and Capricorn Use maps, atlases, globes and digital/computer mapping.	Use 8 points of a compass and 2 figure grid references. Use maps, atlases, globes and digital/computer mapping. Use fieldwork to observe and measure human and physical features in the local area.	Describe and understand biomes. Know the climate regions of North and South America. Locate Brazil and the Amazon Rainforest. Use 8 points of a compass and 2 figure grid references. Use maps, atlases, globes and digital/computer mapping.	Research and explain key features of the rainforest and other climate zones in Europe and South America. Locate Brazil and the Amazon Rainforest. Describe and understand volcanoes and earthquakes. Use maps, atlases, globes and digital/computer mapping.



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Art & Design	Use sketchbooks to record visual information Sketch to create texture Investigate the effect of light and shadow Use digital media as a form of art Adapt and improve work	Use sketchbooks to record visual information Consolidate skills learned in Autumn 1. Children to create 'Cave Art'.	Use sketchbooks to record visual information Sketch to create texture Experiment with different grades of pencil and other implements to create lines and marks. shapes. Use digital media as a form of art Adapt and improve work	Use sketchbooks to record visual information Construct a simple base for extending and joining other	Use sketchbooks to record visual information Develop proficiency in painting and collage through studying the work of Henry Rousseau. Comment on similarities and differences between their own and others' work Adapt and improve work	Use sketchbooks to record visual information Create repeating patterns when printing. Print with two colour overlays Adapt and improve work Use papier mache to create a simple 3D object
Design Technology	Explore different techniques for stitching designs onto fabric. Children design and make a garment suitable for a person living in Stone Age times. Adapt and improve work.	Christmas enterprise Generate, develop and explain idea for products to meet needs. Select appropriate tools and techniques. Measure, mark, cut out and shape a range of materials. Join and combine components. Reflect on progress and how to improve.	Coin making Generate, develop and e to meet needs. Join and combine compo Reflect on progress and Viking longship Generate, develop and e to meet needs. Select appropriate tools Measure, mark, cut out a materials. Join and combine compo Reflect on progress and	nents. how to improve. xplain idea for products and techniques. and shape a range of	Recycled plastic project Generate, develop and explain idea for products to meet needs. Select appropriate tools and techniques. Use simple cooking techniques to prepare a healthy snack. Reflect on progress and how to improve.	Food project Use simple cooking techniques to prepare a healthy snack. Reflect on progress and how to improve.



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Music		Composition, rhythm, singing Discuss how music begins with rhythm. Start to learn about notation using rhythm patterns. Learn a song about the Stone Age		Composition, listening and appraising, singing Create music inspired by characters from Viking stories and legends Study music inspired by the sea, including orchestral works and folk song Learn songs for KS2 Spring Celebration		Listening and appraising, composer study Study music of Bali and Indonesia. Create music inspired by a traditional gamelan Add instruments to create effects. Composer study- Beethoven's Fifth Symphony Composer of the Month	
	Learn a song about the S						
	Learn songs for KS2 Christmas production		Composer of the Month		Singing Assembly		
	Composer of the Month	Composer of the Month		Singing Assembly			
	Singing Assembly	Singing Assembly					
PE	Through dance learn how to improvise freely individually and with a partner. Use appropriate dance vocabulary. Develop confidence in controlling the ball.	Develop flexibility and strength through gymnastics. Develop confidence in controlling the ball.	Use increasing range of gymnastics movements to sequence own routine. Develop confidence in controlling the ball.	Use creativity and rhythm to create dance sequences in response to music. Develop confidence in controlling the ball.	Develop bat, ball and coordination skills. Swim at least 25 metres. Use a range of strokes effectively.	Through practice of athletics, become proficient in the skills required to participate in sports day.	
RE	HINDUISM: Worship Features of a mandir	CHRISTIANITY: Church buildings CHRISTIANITY: The importance of Jesus	JUDAISM: The Torah and its Stories	CHRISTIANITY: Christian rites of passage: CHRISTIANITY: Events recalled during Holy Week	ISLAM: The Qur'an and the Mosque	CHRISTIANITY: Research project: Life of a well-known Christian	



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PSHE	Relationships What makes a family; features of family life Personal boundaries; safely responding to others; the impact of hurtful behaviour Recognising respectful behaviour; the importance of self-respect; courtesy and being polite		Living in the Wider World The value of rules and laws; rights, freedoms and responsibilities How the internet is used; assessing information online Different jobs and skills; job stereotypes; Setting personal goals		Health and Wellbeing Health choices and habits; what affects feelings; expressing feelings Personal strengths and achievements; managing and reframing setbacks Risks and hazards; safety in the local environment and unfamiliar places	
Languages	Unit 15 – Bon appétit	Unit 16 - Monter un	Unit 17 - Scene de	Unit 18 - Au parc	Unit 19 - Les quatre	Unit 20 - Les
French	In this unit children will learn to ask for drinks, and food. They extend their knowledge of the perfect tense by saying what others are eating or drinking. They will use the imperative form to place orders.	café Children will learn to recognise and respond to sound patterns and words in French. They will learn more about food and drink and how to order these in a café.	plage Children will use both new and familiar language to describe a painting, Scēne de plage by Degas. They sue their knowledge to write and perform their own poetry inspired by the painting.	d'attractions Children will ask and answer questions about rides at a theme park. They gain confidence in manipulating numbers to 100. They create a short text to describe a visit to a theme park and say what they thought about the rides.	Saisons The children learn to describe seasons using a poem Le retour du printemps and the music from Vivaldi's Four Seasons. They learn to talk about what the weather was like. They work on an end of unit performance to consolidate and celebrate their learning.	Planètes The children learn to name the planets. They construct sentences using verbs, nouns, adjectives and qualifying adverbs. They present their knowledge in an information booklet.